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| Race Starting Attribute Table | | | | | | | | | | |
| Race | Altmer | Argonian | Bosmer | Breton | Dunmer | Imperial | Khajiit | Nord | Orc | Redguard |
| Strength | 30 | 40 | 30 | 35 | 40 | 40 | 35 | 50 | 45 | 45 |
| Intelligence | 50 | 45 | 40 | 50 | 40 | 40 | 40 | 30 | 35 | 30 |
| Willpower | 40 | 35 | 30 | 50 | 30 | 35 | 30 | 35 | 45 | 30 |
| Agility | 40 | 45 | 50 | 30 | 40 | 30 | 50 | 40 | 35 | 40 |
| Speed | 35 | 45 | 50 | 35 | 50 | 35 | 40 | 40 | 30 | 40 |
| Endurance | 35 | 30 | 35 | 30 | 35 | 40 | 35 | 45 | 50 | 50 |
| Personality | 40 | 30 | 35 | 40 | 35 | 50 | 40 | 30 | 30 | 35 |

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| Race | Skill Bonuses | Traits |
| Altmer (High Elf) | +5 Alchemy, +10 Alteration, +5 Conjuration, +10 Destruction, +5 Illusion, +10 Mysticism | 25% vulnerability to fire, frost and shock  75% resistance to disease  +100 max magicka |
| Argonian | +5 Alchemy, +10 Athletics, +5 Blade, +5 Hand-to-Hand, +5 Illusion, +5 Mysticism, +10 Security | 100% resistance to poison  75% resistance to disease  Can breathe underwater; swim speed is equal to land speed; no penalty for underwater melee attacks. |
| Bosmer (Wood Elf) | +5 Acrobatics, +10 Alchemy, +5 Alteration, +5 Light Armor, +10 Marksman, +10 Sneak | 75% resistance to disease  Beast Tongue: allows 1 minute of control over lesser animals once a day |
| Breton | +5 Alchemy, +5 Alteration, +10 Conjuration, +5 Illusion, +10 Mysticism, +10 Restoration | 50% resistance to magic  +50 max magicka  Dragon Skin: 50% damage shield on self for 1 minute, once a day. |
| Dunmer (Dark Elf) | +5 Athletics, +10 Blade, +5 Blunt, +10 Destruction, +5 Light Armor, +5 Marksman, +5 Mysticism | 75% resistance to fire  Ancestor Guardian: can summon an ancestral guardian to aid in battle for 1 minute, once a day. |
| Imperial | +5 Blade, +5 Blunt, +5 Hand-to-Hand, +10 Heavy Armor, +10 Mercantile, +10 Speechcraft | Star of the West: absorb 100 stamina on touch, once per day.  Voice of the Emperor: charm target for 30 seconds, once per day. |
| Khajiit | +10 Acrobatics, +5 Athletics, +5 Blade, +10 Hand-to-Hand, +5 Light Armor, +5 Security, +5 Sneak | Eye of Fear: inflicts fear for 3 rounds on a single target who can see you, once per day.  Eye of Night: you can see in the dark.  Khajiit Claws: unarmed attacks do 1d4+1+DB damage. |
| Nord | +5 Armorer, +10 Blade, +5 Block, +10 Blunt, +10 Heavy Armor, +5 Restoration | 50% resistance to frost  Nordic Frost: 50 points of frost damage on touch, once per day.  Woad: 30% armor for 1 minute on self, once per day |
| Orc | +10 Armorer, +5 Block, +10 Blunt, +5 Hand-to-Hand, +10 Heavy Armor | 25% resistance to magic  Berserk: all of the following effects on self for 1 minute, once per day – Fortify Stamina 200, Fortify Health 20, Fortify Strength 50, Drain Agility 100. |
| Redguard | +10 Athletics, +10 Blade, +10 Blunt, +5 Heavy Armor, +5 Light Armor, +5 Mercantile | 75% resistance to poison  75% resistance to disease  Adrenaline Rush: all of the following effects on self for 1 minute, once a day – Fortify Agility 50, Fortify Endurance 50, Fortify Speed 50, Fortify Strength 50, Fortify Health 25. |